

THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. An educational apparatus including a board having a playing surface with a pathway and a plurality of steps, each step having the requirement that a player who lands on the step shall answer a question in relation to a group of questions relevant to the culture and the history or otherwise of a cultural group and where each player, successfully answering the question, is entitled to add one element to a central construction or image, where a successful end to the game is when the central image or construction is visually completed.
2. The educational board game of claim 1, wherein the central image or construction is a bridge.
3. The educational game of claim 2, including as a central image a bridge where there are either cards that depict a portion of the image of the bridge, which when placed together provide the image of the bridge in total.
4. A method for playing a cultural board game that describes by way of questions and answers the reconciliation process in Australia, the board having a main path with a plurality of steps, the method including a minimum of two and a maximum of six players to play the game by rolling a die to provide a result and allowing a player to advance a marker a number of steps along the main path:

each player selecting a marker being a piece or portion of a picture;

selecting a first player to roll the die to begin progression about the main path;

upon the player traveling the number of steps in accordance with their roll of the die answering a question in relation to a particular cultural group.
5. The method in accordance with claim 4, wherein upon answering the question correctly the player is allowed to roll the die again to proceed around the board.
6. The method in accordance with claim 5, wherein once a player has

completed a single lap around the main path they are allowed to then add their marker to a central predefined area and are then allowed to assist other players in answering their questions if required.

- 5 7. The method in accordance with claim 6, wherein the player may ask other players for assistance in answering a question.
8. The method in accordance with claim 7, wherein each player's marker has a portion of a picture printed thereon and when combined with the other markers provides a completed picture.